THE DWARF COLLECTORS' GUIDE

WARHAMMER®

MORDHEIM™

GAMES WORKSHOP®

What is a Collectors' Guide?

The Dwarf Collectors' Guide is the definitive tome for anyone interested in the Dwarf miniatures range. It's ideal for anyone who collects Dwarfs, containing the full range of Dwarf models and their component parts.

We've laid the range out following Warhammer Armies: Dwarfs. All the Hero choices are in one section, followed by Core, Special and Rare units. We hope this will make it easier for you to navigate through and find the models or components you are looking for.

The Dwarf Collectors' Guide is far more than a simple catalogue. Also included within are a number of other features such as painted examples of Dwarf Karak colours, some fantastic armies painted and collected by Games Workshop staff, conversions, Golden Demon winners and great dioramas.

So if you collect, paint or game with Dwarfs then this is the book for you.

Classic Range Models

When you reach the Components section, you will find that some of the models are labelled as **Classic, Collectors'** and **Mordheim**.

Classic Range

Classic Range models (like the **Dwarf Thunderer** pictured top right) are no longer available in stores but are still ideal for use in your army.

Collectors' models

Collectors' models (like the Dwarf Champion 2, pictured below right) are no longer available in stores but represent a real piece of Games Workshop history (some models being over 10 years old!). Although they are mostly no longer covered by the rules, these models still make great collectors' pieces or as a basis for conversion work.

Mordheim

Mordheim is a tabletop skirmish game set in the Warhammer world. Many of the models are fully compatible with the Warhammer range, and make a great basis for conversions.

Don't worry, all the **Classic, Collectors'** and **Mordheim** models will be clearly labelled inside.

Ordering any of these models is simple and convenient. All you have to do is select your models from this book then use any of the following ordering methods below.

How can I order these models?

IN-STORE ORDER SERVICE

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this Collectors' Guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop Hobby Centres nationwide or sent direct to your home, whichever is most convenient for you.

ONLINE STORE

The Games Workshop Online Store carries the full range of Dwarf miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking your order will be in your hands in no time. To visit our online store go to: **www.games-workshop.co.uk/store**

GIVE US A CALL

We have a team of Hobby Specialists standing by to take your call. If you would like to order anything from this Collectors' Guide, get some rules or hobby advice, then give us a call on **0115 91 40000**.

WRITE TO US

If you prefer to post your order or write us a letter then send it to:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

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GOTREK vs BONERIPPER
By Jakub Tracz

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the DWARF realms

The Dwarfs are one of the most ancient races of the Warhammer world. From the beginning of time their traditional homeland has been the Worlds Edge Mountains, the vast, forbidding mountain chain that marks the eastern boundary of the Old World. Here, in ages past, the Dwarfs built their massive underground strongholds among the high peaks and tumbling chasms. At its height, their realm spread from the far north to the distant south, while their mines stretched far beneath the earth itself. Those days of glory are now long gone; many strongholds lie in ruins or are occupied by evil creatures. The great achievements of the past are now nothing more than memories, ancient sagas sung in the halls of the few surviving Dwarf strongholds.

Karaz-a-Karak (Everpeak)

This mighty stronghold was the ancient capital of the old Dwarf Empire and its Lord is the High King of all the Dwarfs. The noble clans of Karaz-a-Karak can trace a direct line of ancestry back to the Dwarf gods themselves. Here are the temples of the venerated Ancestor Gods Grungni, Grimnir and Valaya. Here is kept the Great Book of Grudges and the Book of Remembering, objects of awe and veneration in their own right.

Karaz-a-Karak has never fallen to an invader. Here the traditions of the old Dwarf Empire are kept alive in their purest form. It is a city of ritual, temples, statues hewn from the rock and tombs in deep vaults below the city. The High King holds court in a vast vault large enough to engulf a small Human town. The forest of pillars which forms the mile-long nave is of truly colossal proportions. The whole vastness is illuminated by shafts of light, glowgems, and great braziers so that the glint of gold, the gleam of bronze and the warm glow of the rock is everywhere. Karaz-a-Karak has endured through ages past and will endure forever.

Zhufbar

Zhufbar stands in a deep chasm down the mountainside from Black Water, a day's trek from Karak Varn. High above the city a huge waterfall cascades from the lake and rushes fiercely down the chasm. Here the ingenious Dwarfs have constructed thousands of water wheels to power their drop hammers, ore crushers and washing pans. The chasm resounds to the noise of mining operations, creaking wheels and the rushing waters. The city contains the principle shrine of the Dwarf Engineers Guild and it is a centre for metalwork and every kind of industry. At night the chasm glows with a thousand furnace fires. The meteoric iron gromril, mined in Karak Varn, used to be smelted here.

Zhufbar is surrounded by hostile Orc and Goblin tribes, while below ground the tunnels of the Skaven break into the Dwarf mines. Zhufbar has been attacked many times but has always managed to hold out. The deepest levels are dangerous places where Dwarfs and Skaven vie for control of the lower chambers.

Karak Kadrin (Slayer Keep)

Karak Kadrin stands south of the great Peak Pass, which in olden times enabled Dwarfs to travel between the western and eastern sides of the mountains. It is the home of fierce Dwarf clans who have set themselves the task of keeping the pass open, and it has never fallen, despite being besieged on many occasions.

In times past the king of Karaz-a-Karak, a proud individual named Baragor, suffered some terrible loss which drove him to become a Slayer. However, as king, his responsibilities to his kin could not be put aside, and so he remained as Lord of Karak Kadrin and did not disappear into the wilderness to find death. He became the first Slayer King, and encouraged other Slayers to come to Karak Kadrin. He built the Shrine of the Slayers and collected tales of famous Slayers, paying the most talented bards to compose epic songs to commemorate their deeds. Since that time his descendants have been known as the Slayer Kings, and all carry the burden of the unfulfilled vow made by their ancestor. The current Slayer King of this tough and enduring stronghold is King Ungrim Ironfist.

Karak Eight Peaks

In its heyday the city of Karak Eight Peaks was the most important of all the southern holds. The city was built in a great natural amphitheatre ringed by eight high peaks: Karag Zilfin, Karag Yar, Karag Mhonar, Karagril (also called Silverhorn), Karag Lhune, Karag Rhyn, Karag Nar and Kvinn-Wyr. Not only was the city difficult to approach, protected as it was by eight lofty, snow-clad mountains, but its fortifications were formidable. The walls encompassed a vast area, but there was even more below the surface of the rock than stood above: great vaulted courts and plazas, deep mines and the tombs of kings. Karak Eight Peaks fell about two and a half thousand years ago, when hordes of Orcs and Goblins attacked from above and Skaven invaded from the tunnels below.

In recent times a Dwarf Lord called Belegar, a direct descendant of Lunn the last King of Karak Eight Peaks, led a partially successful expedition back to the city, reoccupying the citadel, and fortifying and strengthening its defences. From this base the Dwarfs have descended into some of the old mines, bringing back lost treasures from the past. However, the Dwarfs control only a tiny part of this once great city, and they are surrounded by their enemies. The Dwarfs live in a state of perpetual siege and it is by no means certain that they will survive.

Karak Azul (Iron Peak)

The name of this famed stronghold means 'Iron Peak' in the Dwarf language. The richest deposits of iron in all the Worlds Edge Mountains lie around Karak Azul. Other metals occur here too as well as gems in great quantity. The stronghold has become a centre of metalworking where some of the most skilled Dwarf weaponsmiths practice their art. Several of the stronghold's ancient clans claim direct descent from Grungni himself, the great Ancestor God.

Karak Azul is the last of the once great southern holds to remain under Dwarf control. Over the centuries the other holds fell to the Goblins or were invaded by Skaven, but Karak Azul has endured, thanks in no small part to the determination and skill of its weaponsmiths. These days Karak Azul supplies armaments to all the Dwarf holds and there are few weapons that can match the keenness of a blade made by its craftsmen. Many rune weapons are forged here where the secret art of runes is well understood. Weapons are carried out through hidden mountain trails and along the Underway to supply beleaguered outposts throughout the Worlds Edge Mountains.

Barak Varr

Barak Varr means 'Sea Gate' in Khazalid, the Dwarf tongue. Barak Varr is unique in that it is the only Dwarf stronghold located on the coast, its tunnels and caverns carved into the towering sea cliffs of the northern Black Gulf. Caves carved back in to the rock carry the waters of the Black Gulf deep under the cliffs. Here, in vast water-filled caverns, the Dwarfs harbour their fleet. Dwarfs don't much like the sea or water, and their ships reflect their unease. Unlike the graceful ships of other races their craft are made from iron, and constructed very much like fortresses. With little patience for vagaries of the wind or tide, the Dwarfs propel their ships with paddles driven by pounding steam boilers.

Barak Varr is the most cosmopolitan of the Dwarf cities. Traders from every realm intermingle in its harbours, bringing goods from as far away as Araby and Cathay. The goods are carried up Skull River by the Dwarf ships, and then up through the Old Dwarf Road to Karaz-a-Karak and beyond. The Border Princes benefit greatly from the Dwarf domination of Blood River Valley, which would otherwise have been the frontline against the Orc onslaughts.

Karak Drazh (Black Crag)

In ancient times Karak Drazh was one of the largest Dwarf strongholds. It was built at the western entrance to Death Pass, and its mines spread throughout and under the pass and its surrounding mountains. Its people were very wealthy on account of the rich veins of metal ore and gems that lay under their stronghold. Karak Drazh survived the initial upheavals which divided the Dwarf Empire of old, and remained the second most powerful stronghold south of Mad Dog Pass after Karak Eight Peaks.

Together with Karak Eight Peaks, Karak Azgal and Karak Azul, Karak Drahz formed one of the group of strongholds known as the southern holds. The Dwarfs of these strongholds regarded themselves as distinct from their northern neighbours; their holds were older and their clans could claim some of the most famous antecedents. Karak Drazh eventually fell to the Orc Warlord Dork who converted it into the most powerful Orc fortress in the Worlds Edge Mountains. Now known as Black Crag, its loss stands as one of the great unavenged wrongs in the Great Book of Grudges.

Karak Varn (Crag Mere)

Karak Varn was hewn out of the cliffs overlooking Black Water. The mountains around the stronghold are loaded with strata of unique and extremely precious minerals including the highly prized meteoric iron the Dwarfs call gromril, the exceptionally hard metal that is forged into the best swords, axes and armour. During the disastrous upheavals that ended the great days of the Dwarf Empire Karak Varn was struck by a devastating earthquake. The waters of the lake poured into the lower workings through fissures in the rock. Thousands of Dwarfs perished and a great hoard of treasure was washed away.

Amidst the ruin and destruction the Skaven attacked from beneath, and Orcs from the surface. Trapped between these two implacable foes the Dwarfs of Karak Varn stood no chance. The city was abandoned, and it remains uninhabited to this day except by trolls and other wild monsters. It is now known as Crag Mere, a dangerous ruin of tunnels and broken halls in which the treasures of the Dwarfs lie undisturbed from the dark days of ruin.

Karak Ungor (Red Eye Mountain)

Karak Ungor was the first of the Dwarfs' main strongholds to fall to the Orcs. This was nearly four thousand years ago, and since that time the Night Goblins of the Red Eye tribes have made it their home. Amongst Men the ancient stronghold is known as Red Eye Mountain.

Karak Ungor means 'Delving Hold' in Khazalid and is so called because of the vast network of deep caverns beneath the mountain. The mines here are the deepest in the old Dwarf realm. The Dwarfs dug very deep to reach the rich veins of rare and precious metals in the great fault line which lies beneath the Worlds Edge Mountains. Some say the Dwarfs of old burrowed so deeply and created so many caverns that they forgot exactly where their tunnels all led. In the end Night Goblins found their way in through unguarded and abandoned workings. By the time the Dwarfs were alerted, it was too late. One by one the tunnels fell and were abandoned to the enemy. Eventually the Night Goblins swarmed into the stronghold itself, forcing the last remaining Dwarfs to abandon the city to its fate.

Karak Azgal (Dragon Crag)

During its prime this stronghold was known as Karak Izril, the City of Jewels, but since it fell to Skaven and Orcs, the Dwarfs refer to the ruins as Karak Azgal, which means 'Hoard Peak', while Men know them as Dragon Crag. Shortly after the destruction of Karak Azgal the dragon Graug the Terrible tunnelled through the ruins and somehow smelled out the hidden treasure hoard, driving out other monsters and dooming all attempts to reoccupy the stronghold.

Eventually a young Dwarf called Skalf, later known as 'the Dragonslayer', penetrated the dragon's secret bower and discovered the high heap of gold. The dragon was sleeping, and awoke at the very instant that Skalf's gromril runeblade cleft the horny scale hide of his throat. Since those days the stronghold has become a prime target for treasure hunters and fortune seekers. The descendants of Skalf Dragonslayer have set up residence in a small fortress outside the stronghold's main entrance. Kargun Skalfson claims the overlordship of the entire hold but has never succeeded in establishing his rule over the ruins themselves. Instead he encourages adventurers to come and search the ruins, and exacts a toll on the treasures they uncover.

Section One:

Lords & Heroes

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Dwarf King Alrik

DWARF KING ALRIK
99110205088 **£12 Complete**

DWARF KING BOOK
9947020508805 **50p**

DWARF KING AXE
9947020508802 **£2**

DWARF KING SHIELD
9947020508806 **£2**

DWARF KING BODY
9947020508801 **£4**

DWARF KING BEARER 1
9947020508803 **£2.50**

DWARF KING BEARER 2
9947020508804 **£2.50**

Thorek Ironbrow and the Anvil of Doom

THOREK IRONBROW AND THE ANVIL OF DOOM
99110205073 **£20 Complete**

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THOREK ARM
9947020507304 **£1**

THOREK'S HAMMER
9947020507315 **£1**

ANVIL OF DOOM SHIELD
9947020507305 **50p**

APPRENTICE ARM
9947020507302 **£1**

THOREK BODY
9947020507316 **£3**

ANVIL OF DOOM GUARD 2
9947020507318 **£3**

ANVIL OF DOOM GUARD 1
9947020507317 **£3**

APPRENTICE BODY
9947020507303 **£2**

ANVIL OF DOOM BELLOWS
9947020507309 **£1**

FORGE RIGHT SIDE
9947020507313 **£1.50**

FORGE COALS
9947020507312 **£2**

FORGE LEFT SIDE
9947020507311 **£1.50**

FORGE CHIMNEY
9947020507310 **£1**

ANVIL OF DOOM PILLAR
9947020507306 **£1**

ANVIL OF DOOM BASE
9947020507314 **£4**

BANNER POLE
9947020507301 **£1**

ANVIL OF DOOM ANVIL
9947020507307 **£2**

FORGE HOOD
9947020507308 **£2**

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Classic Anvil Of Doom

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC ANVIL OF DOOM
99110205002 **£20 Complete**

CLASSIC ANVIL OF DOOM RUNEPRIEST
9947020500202 **£5**

CLASSIC ANVIL OF DOOM GUARDIAN
9947020500201 **£3**

CLASSIC ANVIL OF DOOM ANVIL
9947020500203 **£4**

CLASSIC ANVIL OF DOOM PEDESTAL
9947020500205 **£3**

CLASSIC ANVIL OF DOOM BANNER POLE
9947020500206 **£1**

7-SPOKED WHEEL SPRUE
(2 wheels supplied)
99399999001 **£1**

CLASSIC BOLT THROWER 12-SPOKED WHEEL SPRUE
(2 wheels supplied)
99399999002 **£1**

CLASSIC ANVIL OF DOOM BASE
9947020500204 **£2**

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Classic Range

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Classic Throne of Power

THRONE OF POWER SEAT
9947020500104 **£2**

CLASSIC THRONE OF POWER BANNER POLE
9947020500103 **£1**

CLASSIC THRONE OF POWER BACK
9947020500102 **£3**

CLASSIC THRONE OF POWER PLATFORM
9947020500101 **£2.50**

CLASSIC THRONE OF POWER
99110205001 **£20 Complete**

CLASSIC THORGRIM GRUDGEBEARER
9947020500105 **£6**

CLASSIC THRONE OF POWER BEARER 1
9947020500106 **£2.50**

CLASSIC THRONE OF POWER BEARER 2
9947020500107 **£2.50**

CLASSIC THRONE OF POWER BEARER 3
9947020500108 **£2.50**

CLASSIC THRONE OF POWER BEARER 4
9947020500109 **£2.50**

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Dwarf Lords

Painted example of Ungrim Ironfist *

UNGRIM IRONFIST'S BANNER POLE
9947020500602 **£1.50**

UNGRIM IRONFIST'S BODY
9947020500601 **£5**

Please note that models marked with a * are also available in the following blister mix:

DWARF LORD Complete
99060205070 **£6** (1 random model)

THE WHITE DWARF *
99060205089 **£6 complete**

WHITE DWARF BODY
9947020501101 **£4**

WHITE DWARF AXE
9947020501102 **£2**

Painted example of Joseph Bugman *

BUGMAN'S BODY
9947020501001 **£5**

BUGMAN'S BANNER POLE
9947020501002 **£1.50**

Garagrim Ironfist is also available in the following blister:

GARAGRIM IRONFIST
99060205092 **£7 Complete**

Painted example of Garagrim Ironfist

GARAGRIM IRONFIST'S BASE
9947020509204 **£1**

GARAGRIM IRONFIST'S RIGHT ARM
9947020509203 **£1**

GARAGRIM IRONFIST'S LEFT ARM
9947020509202 **£1**

GARAGRIM IRONFIST'S BODY
9947020509201 **£5**

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Dwarf Lords

KING KAZADOR BODY
9947020500501 **£5**

KING KAZADOR BANNER POLE
9947020500503 **£1**

KING KAZADOR HORN
9947020500502 **£1**

Painted example of King Kazador *

The Dwarf Lord is also available in the following blister:

DWARF LORD
99060205078 **£6 Complete**

DWARF LORD BODY
9947020507802 **£5**

DWARF LORD AXE
9947020507801 **£2**

Painted example of Dwarf Lord *

Dwarf Runesmiths

Dwarf Runesmiths are also available in the following blister:

DWARF RUNESMITH
99060205017 **£6 Complete**
(1 random model)

Painted example of Kragg the Grim

KRAGG THE GRIM'S BODY
9947020500801 **£5**

KRAGG THE GRIM'S BANNER POLE
9947020500802 **£1**

DWARF RUNESMITH
9947020501701 **£5**

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Dwarf Characters

Painted example of Burlok Damminson

BURLOK DAMMINSON'S BODY
9947020500701 **£5**

BURLOK DAMMINSON'S BANNER POLE
9947020500702 **£1**

Dwarf Engineers are also available in the following blister:

DWARF ENGINEER
99060205084 **£5 Complete**
(1 random model)

DWARF ENGINEER 2
9947020508402 **£5**

DWARF ENGINEER 1
9947020508401 **£5**

Please note that these three models need the Small Round Shield sprue.
Please see page 21 for code and price.

QUEEN HELGAR
9947020501301 **£5**

DWARF HERO
9947020502001 **£5**

DRONG
9947020501201 **£5**

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Section Two:

Core Units

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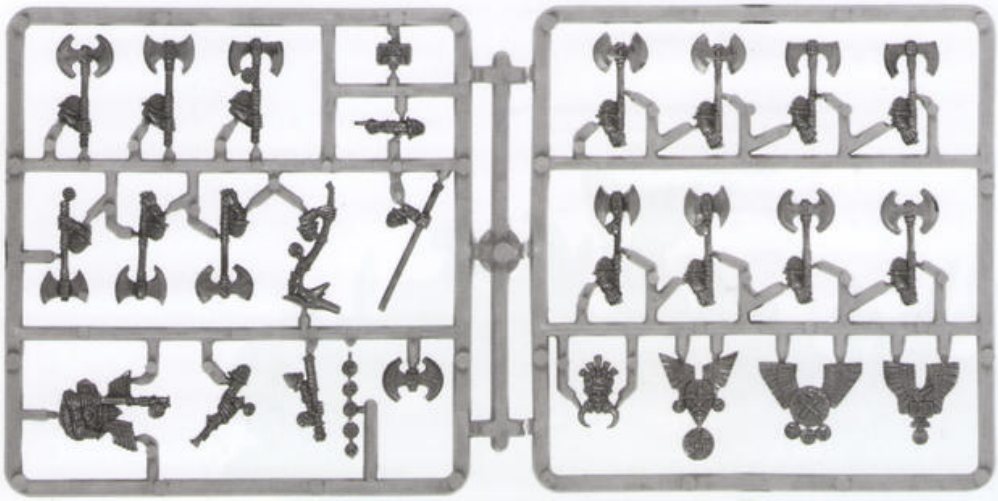
Dwarf Warriors

DWARF WARRIORS
99120205001 **£18 Complete**
(16 models)

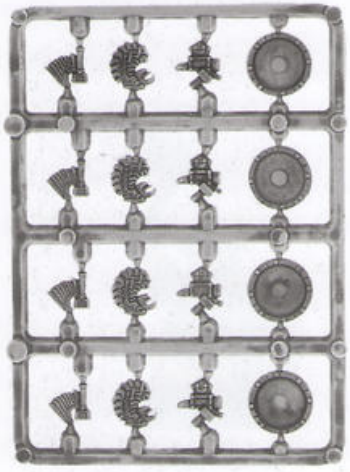
Using the contents of this box you can make either one regiment of 16 Dwarfs with hand weapons and shields (including Command), or one regiment of 16 Dwarfs with crossbows (including Command), or one regiment of 16 Dwarfs with great weapons (including Command).



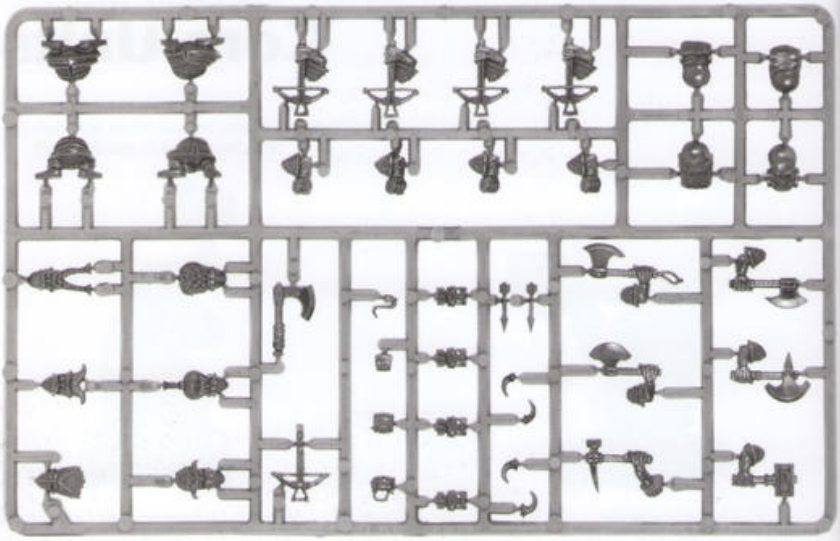
DWARF REGIMENT COMMAND SPRUE
99380205002 **£5**
Sprue shown at 50% of actual size.

Dwarf with crossbow

Dwarf with great weapon



DWARF REGIMENT SHIELD SPRUE
99360299007 **£1**
Sprue shown at actual size.



DWARF WARRIOR SPRUE
99380205001 **£5**
Sprue shown at 50% of actual size.

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Classic Range

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Dwarf Command

CLASSIC DWARF CHAMPION
9947020502305 **£3**

CLASSIC DWARF CHAMPION 3
MM11/10 **£3**

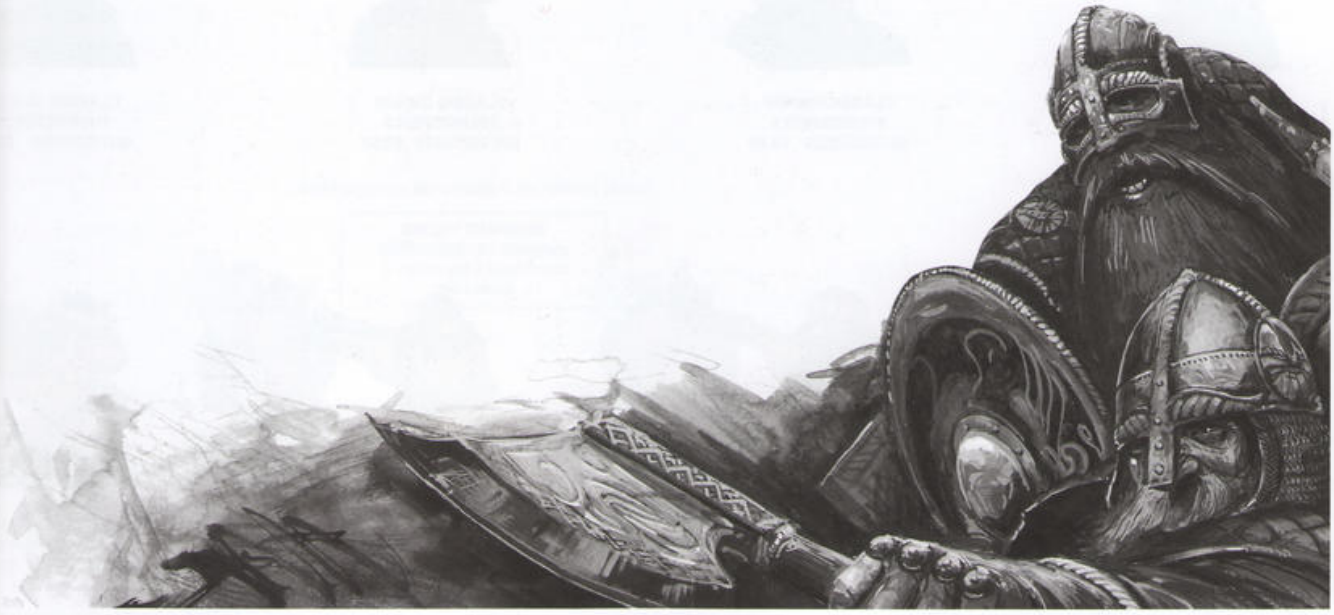
CLASSIC DWARF MUSICIAN 3
9947020502211 **£3**

CLASSIC DWARF MUSICIAN 2
9947020502207 **£3**

CLASSIC DWARF STANDARD BEARER
9947020503504 **£3**

CLASSIC DWARF STANDARD BEARER 2
9947020502212 **£3**

CLASSIC DWARF STANDARD BEARER 3
9947020502208 **£3**



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Dwarf Thunderers Command

Dwarf Thunderers Command are also available in the following blister:

THUNDERERS COMMAND
99060205077 **£7 Complete**
(3 models)

THUNDERERS CHAMPION
9947020507701 **£3**

THUNDERERS HORNBLOWER
9947020507702 **£3**

THUNDERERS STANDARD
9947020507703 **£3**

THUNDERERS STANDARD TOP
9947020507704 **50p**

Painted example of Thunderers Standard

Dwarf Thunderers

Dwarf Thunderers are also available in the following blister:

DWARF THUNDERERS
99060205080 **£6 Complete**
(3 random models)

DWARF THUNDERER 1
9947020507601 **£2.50**

DWARF THUNDERER 2
9947020507602 **£2.50**

DWARF THUNDERER 3
9947020507603 **£2.50**

DWARF THUNDERER 4
9947020507604 **£2.50**

Classic Thunderers

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC DWARF THUNDERER 1
9947020502827 **£2.50**

CLASSIC DWARF THUNDERER 2
9947020502828 **£2.50**

CLASSIC DWARF THUNDERER 3
9947020502829 **£2.50**

CLASSIC DWARF THUNDERER 4
9947020502830 **£2.50**

CLASSIC DWARF THUNDERER 5
9947020502835 **£2.50**

CLASSIC DWARF THUNDERER 6
9947020502836 **£2.50**

CLASSIC DWARF THUNDERER 7
9947020502837 **£2.50**

CLASSIC DWARF THUNDERER 8
9947020502838 **£2.50**

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Classic Thunderers

CLASSIC DWARF THUNDERER 9
9947020502839 **£2.50**

CLASSIC DWARF THUNDERER 10
9947020502840 **£2.50**

CLASSIC DWARF THUNDERER 11
9947020502841 **£2.50**

CLASSIC DWARF THUNDERER 12
9947020502842 **£2.50**

Dwarf Rangers Command

Dwarf Rangers Command are also available in the following blister:

DWARF RANGERS COMMAND
99060205080 **£7 Complete**
(3 models)

DWARF RANGER STANDARD
9947020508001 **£3**

DWARF RANGER CHAMPION
9947020503503 **£3**

DWARF RANGER HORNBLOWER
9947020508002 **£3**

Dwarf Rangers

Dwarf Rangers are also available in the following blister:

DWARF RANGERS
99060205079 **£6 Complete**
(3 models and 1 Small Round shield sprue)

DWARF RANGER 1
9947020503505 **£2.50**

DWARF RANGER 2
9947020503506 **£2.50**

DWARF RANGER 3
9947020503507 **£2.50**

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Classic Dwarf Clansmen

Classic Range

The models on these pages are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC DWARF CHAMPION WITH TWO-HANDED AXE 1
9947020503358 **£3**

CLASSIC DWARF CHAMPION WITH TWO-HANDED AXE 2
9947020503362 **£3**

CLASSIC DWARF CHAMPION WITH TWO-HANDED HAMMER 4
9947020503355 **£3**

CLASSIC DWARF CHAMPION WITH TWO-HANDED HAMMER 3
9947020503352 **£3**

CLASSIC DWARF CLANSMEN WITH HAMMER 1
9947020503331 **£2.50**

CLASSIC DWARF CLANSMEN WITH MACE 2
9947020503334 **£2.50**

CLASSIC DWARF CLANSMEN WITH HAMMER 5
9947020503335 **£2.50**

CLASSIC DWARF CLANSMEN WITH HAMMER 4
9947020503337 **£2.50**

CLASSIC DWARF CLANSMEN WITH HAMMER 3
9947020503338 **£2.50**

CLASSIC DWARF CLANSMEN WITH AXE 2
9947020503343 **£2.50**

CLASSIC DWARF CLANSMEN WITH AXE 3
9947020503345 **£2.50**

CLASSIC DWARF CLANSMEN WITH AXE 4
9947020503346 **£2.50**

CLASSIC DWARF CLANSMEN WITH AXE 5
9947020503347 **£2.50**

CLASSIC DWARF CLANSMEN WITH HAMMER 6
9947020503354 **£2.50**

CLASSIC DWARF CLANSMEN WITH HAMMER 2
9947020503336 **£2.50**

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Classic Dwarf Clansmen

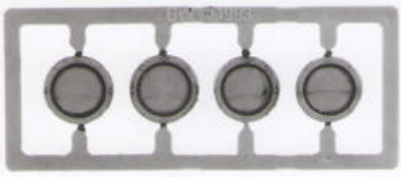
CLASSIC DWARF CHAMPION 1
9947020503333 **£3**

CLASSIC DWARF CLANSMEN WITH SWORD 3
MM10/30 **£2.50**

CLASSIC DWARF CLANSMEN WITH TWO-HANDED AXE 3
MM15/31 **£2.50**

CLASSIC DWARF CLANSMEN WITH SWORD 6
MM15/41 **£2.50**

CLASSIC DWARF CLANSMEN WITH FLAIL 2
MM15/51 **£2.50**



SMALL ROUND SHIELD SPRUE
99369999004 **50p**

Classic Drunken Dwarfs

CLASSIC DRINKING MINER
9947020501901 **£2.50**

CLASSIC DRUNKEN DWARF 1
9947020501902 **£2.50**

CLASSIC DRUNKEN DWARF 2
9947020501903 **£2.50**

CLASSIC DRINKING CROSSBOWMAN
9947020501904 **£2.50**

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Dwarf Miners Command

Dwarf Miners Command are also available in the following blister:

DWARF MINERS COMMAND
99060205054 **£7 Complete**
(3 models)

DWARF MINERS MUSICIAN
9947020503202 **£3**

DWARF MINERS CHAMPION 1
9947020501801 **£3**

DWARF MINERS STANDARD BEARER
9947020503201 **£3**

Dwarf Miners

Dwarf Miners are also available in the following blister:

DWARF MINERS
99060205031 **£6 Complete**
(3 random models)

DWARF MINER 1
9947020503101 **£2.50**

DWARF MINER 2
9947020503102 **£2.50**

DWARF MINER 3
9947020503103 **£2.50**

DWARF MINER 4
9947020503104 **£2.50**

DWARF MINER 5
9947020503105 **£2.50**

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Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

Classic Dwarf Crossbowmen

CLASSIC DWARF CROSSBOWMEN 1
9947020502433 **£2.50**

CLASSIC DWARF CROSSBOWMEN 2
9947020502434 **£2.50**

CLASSIC DWARF CROSSBOWMEN 3
9947020502435 **£2.50**

CLASSIC DWARF CROSSBOWMEN 4
9947020502436 **£2.50**

CLASSIC DWARF CROSSBOWMEN 5
9947020502457 **£2.50**

CLASSIC DWARF CROSSBOWMEN 6
9947020502458 **£2.50**

CLASSIC DWARF CROSSBOWMEN 7
9947020502459 **£2.50**

CLASSIC DWARF CROSSBOWMEN 8
9947020502460 **£2.50**

CLASSIC DWARF CROSSBOWMEN 9
9947020502461 **£2.50**

CLASSIC DWARF CROSSBOWMEN 10
9947020502462 **£2.50**

CLASSIC DWARF CROSSBOWMEN 11
9947020502463 **£2.50**

CLASSIC DWARF CROSSBOWMEN 12
9947020502464 **£2.50**

PLUG-IN CROSSBOW
9947020502403 **50p**

CLASSIC DWARF CROSSBOWMEN 13*
9947020502401 **£2**

CLASSIC DWARF CROSSBOWMEN 14*
9947020502402 **£2**

Models marked with a * require the plug-in crossbow as shown above.

CLASSIC DWARF CROSSBOWMEN 15*
9947020502438 **£2**

CLASSIC DWARF CROSSBOWMEN 16*
9947020502437 **£2**

CLASSIC DWARF CROSSBOWMEN 17*
9947020502439 **£2**

CLASSIC DWARF CROSSBOWMEN 18*
9947020502440 **£2**

CLASSIC DWARF CROSSBOWMEN 19*
9947020502419 **£2**

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Dwarf Slayer Doomseekers

Slayer Doomseekers are also available in the following blister:

SLAYER DOOMSEEKERS
99060205093 **£6 Complete**
(3 random models)

SLAYER DOOMSEEKER BODY 1
9947020509301 **£2**

Painted example of Slayer Doomseeker 1

SLAYER DOOMSEEKER RIGHT ARM 2
9947020509308 **50p**

SLAYER DOOMSEEKER BODY 2
9947020509302 **£2**

Painted example of Slayer Doomseeker 2

SLAYER DOOMSEEKER LEFT ARM 1
9947020509305 **50p**

SLAYER DOOMSEEKER BODY 3
9947020509303 **£2**

Painted example of Slayer Doomseeker 3

SLAYER DOOMSEEKER LEFT ARM 2
9947020509306 **50p**

SLAYER DOOMSEEKER BODY 4
9947020509304 **£2**

Painted example of Slayer Doomseeker 4

SLAYER DOOMSEEKER RIGHT ARM 1
9947020509307 **50p**

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Section Three:

Special Units

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Dwarf Hammerers Command

Dwarf Hammerers Command are also available in the following blister:

HAMMERERS COMMAND
99060205056 **£7 Complete**
(3 models)

HAMMERER HORNBLOWER
9947020501604 **£3**

HAMMERER CHAMPION
9947020501601 **£3**

HAMMERER STANDARD TOP
9947020501603 **50p**

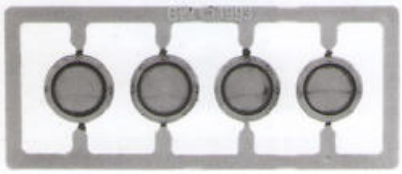
HAMMERER STANDARD BEARER
9947020501602 **£3**

Painted example of completed Hammerers Standard Bearer.

Dwarf Hammerers

Dwarf Hammerers are also available in the following blister:

HAMMERERS
99060205015 **£6 Complete**
(3 random models and
1 Small Round Shield sprue)



SMALL ROUND SHIELD SPRUE
99369999004 **50p**

HAMMERER 1
9947020501501 **£2.50**

HAMMERER 2
9947020501502 **£2.50**

HAMMERER 3
9947020501503 **£2.50**

HAMMERER 4
9947020501504 **£2.50**

Classic Dwarf Hammerers

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC HAMMERER 1
9947020510235 **£2.50**

CLASSIC HAMMERER 2
9947020510236 **£2.50**

CLASSIC HAMMERER 3
9947020510237 **£2.50**

CLASSIC HAMMERER 4
9947020510238 **£2.50**

CLASSIC HAMMERER 5
9947020510239 **£2.50**

CLASSIC HAMMERER 6
9947020510240 **£2.50**

CLASSIC HAMMERER 7
9947020510241 **£2.50**

CLASSIC HAMMERER 8
9947020510242 **£2.50**

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Dwarf Longbeards Command

Painted example of completed Longbeards Standard Bearer.

Dwarf Longbeards Command are also available in the following blister:

LONGBEARDS COMMAND
99060205075 **£7 Complete**
(3 models)

LONGBEARD STANDARD
9947020507504 **50p**

LONGBEARD STANDARD BEARER
9947020507503 **£3**

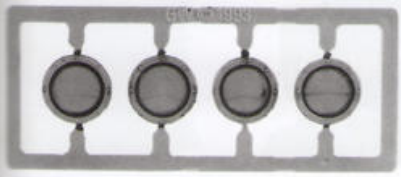
LONGBEARD MUSICIAN
9947020507502 **£3**

LONGBEARD CHAMPION
9947020507501 **£3**

Dwarf Longbeards

Dwarf Longbeards are also available in the following blister:

LONGBEARDS
99060205074 **£6 Complete**
(3 random models and
1 Small Round Shield sprue)



SMALL ROUND SHIELD SPRUE
99369999004 **50p**

LONGBEARD 1
9947020507401 **£2.50**

LONGBEARD 2
9947020507402 **£2.50**

LONGBEARD 3
9947020507403 **£2.50**

LONGBEARD 4
9947020507404 **£2.50**

Classic Dwarf Longbeards

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC LONGBEARD 1
9947020502715 **£2.50**

CLASSIC LONGBEARD 2
9947020510243 **£2.50**

CLASSIC LONGBEARD 3
9947020502717 **£2.50**

CLASSIC LONGBEARD 4
9947020502718 **£2.50**

CLASSIC LONGBEARD 5
9947020510244 **£2.50**

CLASSIC LONGBEARD 6
9947020502732 **£2.50**

CLASSIC LONGBEARD 7
9947020502733 **£2.50**

CLASSIC LONGBEARD 8
9947020510245 **£2.50**

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Dwarf Ironbreakers Command

Dwarf Hammerers Command are also available in the following blister:

IRONBREAKERS COMMAND
99060205082 **£7 Complete**
(3 models + 3 shields)

IRONBREAKER HORNBLOWER
9947020508203 **£3**

IRONBREAKER SHIELD
9947020508105 **50p**

IRONBREAKER CHAMPION ARM
9947020508201 **£1**

IRONBREAKER CHAMPION BODY
9947020508202 **£2**

Painted example of completed Ironbreakers Champion.

IRONBREAKER STANDARD BEARER
9947020508204 **£3**

Dwarf Ironbreakers

Dwarf Hammerers are also available in the following blister:

IRONBREAKERS
99060205081 **£6 Complete**
(3 random models and
3 Ironbreaker Shields)

IRONBREAKER SHIELD
9947020508105 **50p**

IRONBREAKER 1
9947020508101 **£2.50**

IRONBREAKER 2
9947020508102 **£2.50**

IRONBREAKER 3
9947020508103 **£2.50**

IRONBREAKER 4
9947020508104 **£2.50**

Classic Dwarf Ironbreakers

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC IRONBREAKER 1
9947020510227 **£2.50**

CLASSIC IRONBREAKER 2
9947020510228 **£2.50**

CLASSIC IRONBREAKER 3
9947020510229 **£2.50**

CLASSIC IRONBREAKER
9947020510230 **£2.50**

CLASSIC IRONBREAKER 5
9947020510231 **£2.50**

CLASSIC IRONBREAKER 6
9947020510232 **£2.50**

CLASSIC IRONBREAKER 7
9947020510233 **£2.50**

CLASSIC IRONBREAKER
9947020510234 **£2.50**

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contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own price

Dwarf Slayers Command

Dwarf Slayers Command are also available in the following blister:

SLAYERS COMMAND
99060205072 **£7 Complete**
(3 random models and big standard top)

CLASSIC DRAGONSLAYER 1
9947020502955 **£4**

SLAYER CHAMPION
9947020503056 **£4**

SLAYER MUSICIAN
9947020502103 **£3**

SLAYER STANDARD BODY
9947020502101 **£3**

SLAYER BIG STANDARD TOP
9947020507201 **£2**

SLAYER STANDARD TOP
9947020502102 **£2**

Painted example of
Slayer Standard Bearer.

Dwarf Slayers

Dwarf Slayers are also available in the following blister:

DWARF SLAYERS
99060205026 **£6 Complete**
(3 random models)

SLAYER 1
9947020502654 **£2.50**

SLAYER 5
9947020502603 **£2.50**

SLAYER 3
9947020502653 **£2.50**

SLAYER 4
9947020502602 **£2.50**

SLAYER 2
9947020502601 **£2.50**

Classic Dwarf Daemonslayers & Dragonslayers

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

CLASSIC DAEMONSLAYER 2
9947020503001 **£4**

CLASSIC DRAGONSLAYER 2
9947020502901 **£4**

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Classic Trollslayers

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

TROLL SLAYER WITH AXE 1
9947020502510 **£2.50**

TROLL SLAYER WITH AXE 2
9947020502507 **£2.50**

TROLL SLAYER WITH AXE 3
9947020502505 **£2.50**

TROLL SLAYER WITH AXE 4
9947020502504 **£2.50**

TROLL SLAYER 4
9947020502511 **£2.50**

TROLL SLAYER 1
9947020502557 **£2.50**

TROLL SLAYER 2
9947020502551 **£2.50**

TROLL SLAYER 3
9947020502552 **£2.50**

TROLL SLAYER 5
9947020502512 **£2.50**

TROLL SLAYER 6
9947020502513 **£2.50**

TROLL SLAYER
9947079902001 **£2.50**

TROLL SLAYER WITH 2 SWORDS
9947020510222 **£2.50**

TROLL SLAYER WITH HAMMER
9947020510224 **£2.50**

TROLL SLAYER WITH SWORD
9947020510225 **£2.50**

TROLL SLAYER WITH MACE
9947020510226 **£2.50**

TROLL SLAYER WITH MACE 2
9947020510223 **£2.50**

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Dwarf Cannon

12-SPOKED WHEEL
99399999002 **£1**
2 wheels supplied

DWARF CANNON BARREL
9947020501406 **£2.50**

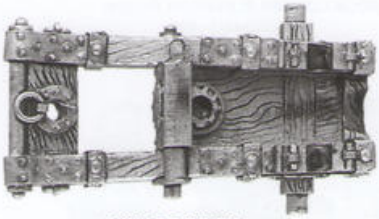
DWARF CANNON HANDLE
9947020501404 **50p**

DWARF CANNON
99060205014 **£12 Complete**

DWARF CANNON CREW 1
9947020501403 **£2.50**

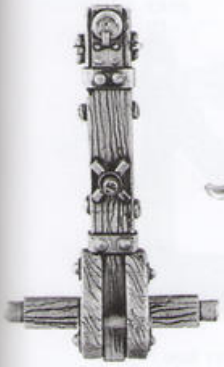
DWARF CANNON CREW 2
9947020501402 **£2.50**

DWARF CANNON CREW 3
9947020501401 **£2.50**

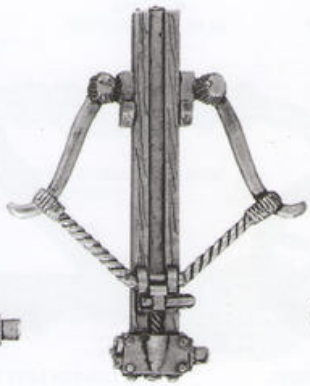


DWARF CANNON CHASSIS
9947020501405 **£4**

Dwarf Bolt Thrower

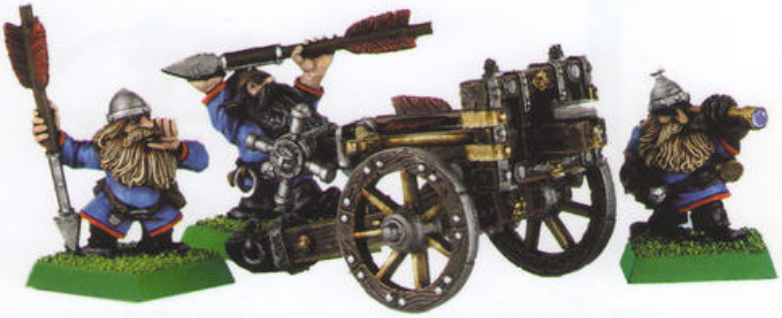


BOLT THROWER CARRIAGE
9947020504204 **£2**



BOLT THROWER ARMATURE
9947020504205 **£2.50**

DWARF CANNON HANDLE
9947020501404 **50p**



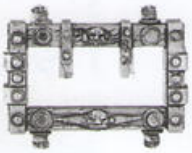
DWARF BOLT THROWER
99060205042 **£12 Complete**

BOLT THROWER CREW 1
9947020504201 **£2.50**

BOLT THROWER CREW 2
9947020504202 **£2.50**

BOLT THROWER CREW 3
9947020504203 **£2.50**

BOLT THROWER BOLT
9947020504207 **£1**



BOLT THROWER BRACKET
9947020504206 **£1**

7-SPOKED WHEEL
(2 wheels supplied)
99399999001 **£1**

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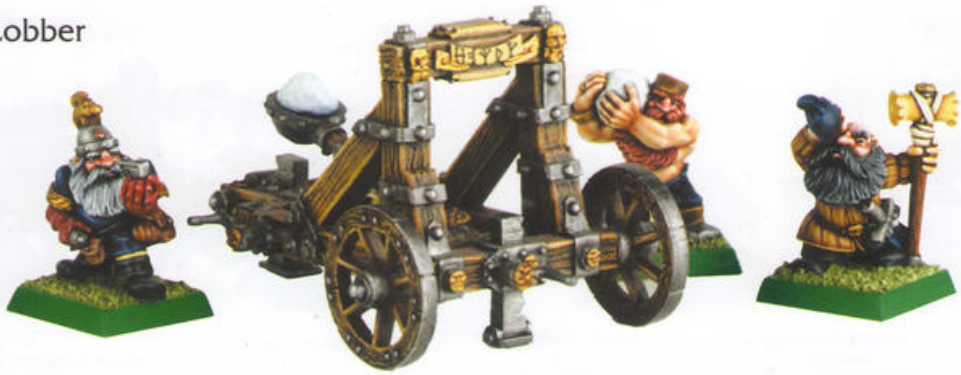
Dwarf Rock Lobber



DWARF ROCK LOBBER
99060205044 **£12 Complete**

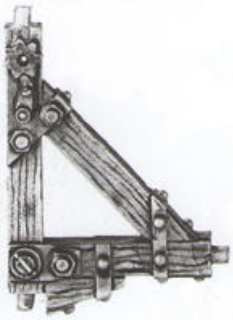
ROCK LOBBER ELEVATION SCREW
9947020504413 **50p**

ROCK LOBBER WINDING HANDLE
9947020504412 **50p**

ROCK LOBBER CREW 1
9947020504401 **£2.50**

ROCK LOBBER CREW 2
9947020504402 **£2.50**

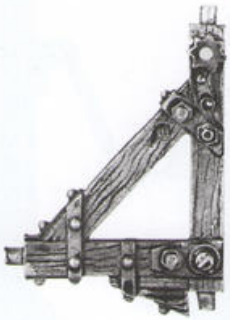
ROCK LOBBER CREW 3
9947020504403 **£2.50**



ROCK LOBBER RIGHT SIDE FRAME
9947020504404 **£2**

ROCK LOBBER FRONT ELEVATION MECHANISM
9947020504410 **£2**

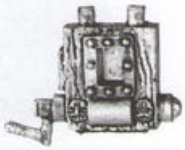
7-SPOKED WHEEL
(2 wheels supplied)
99399999001 **£1**



ROCK LOBBER LEFT SIDE FRAME
9947020504405 **£2**

ROCK LOBBER WINDING MECHANISM
9947020504411 **£1.50**

ROCK LOBBER REAR CROSSPIECE
9947020504406 **£1.50**



ROCK LOBBER REAR ELEVATION MECHANISM
9947020504408 **£1.50**

ROCK LOBBER THROWING ARM
9947020504409 **£2**

ROCK LOBBER FRONT CROSSPIECE
9947020504407 **£1.50**

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Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

Classic Dwarf Goblobber

CLASSIC DWARF GOBLOBBER
99110205101 **£25 complete**

CLASSIC GOBLOBBER COMMANDER
9947020510108 **£2.50**

CLASSIC GOBLOBBER SPOTTER
9947020510109 **£2.50**

CLASSIC GOBLOBBER LOADER 2
9947020510110 **£2.50**

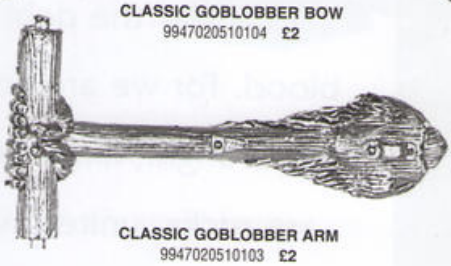
CLASSIC GOBLOBBER LOADER 1
9947020510112 **£2.50**

CLASSIC GOBLOBBER DWARF SITTING ON GOBLIN
9947020510111 **£2.50**

CLASSIC GOBLOBBER COOK
9947020510113 **£2.50**

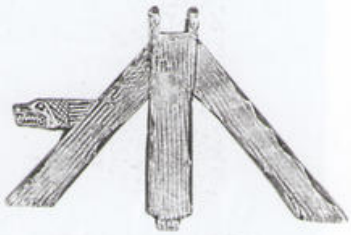
CLASSIC GOBLOBBER BOW
9947020510104 **£2**

CLASSIC GOBLOBBER MEAT
9947020510115 **£1**

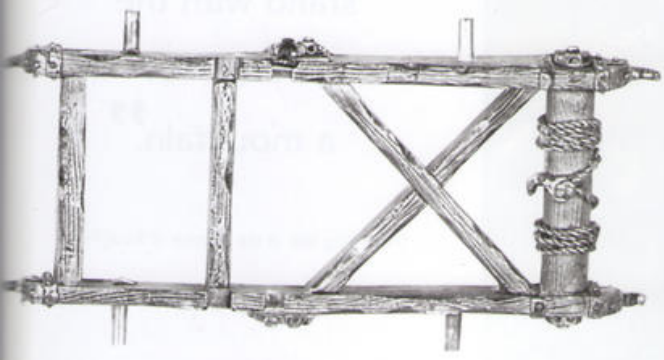


CLASSIC GOBLOBBER ARM
9947020510103 **£2**

CLASSIC GOBLOBBER WHEEL
9947020510105 **£1**



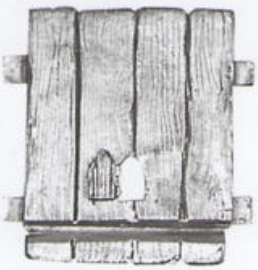
CLASSIC GOBLOBBER SUPPORT
9947020510102 **£1.50**



CLASSIC GOBLOBBER CHASSIS
9947020510101 **£4**

CLASSIC GOBLOBBER NETTED GOBLIN
9947020510107 **£1**

CLASSIC GOBLOBBER FIRE
9947020510114 **£1**



CLASSIC GOBLOBBER SHIELD
9947020510106 **£2**

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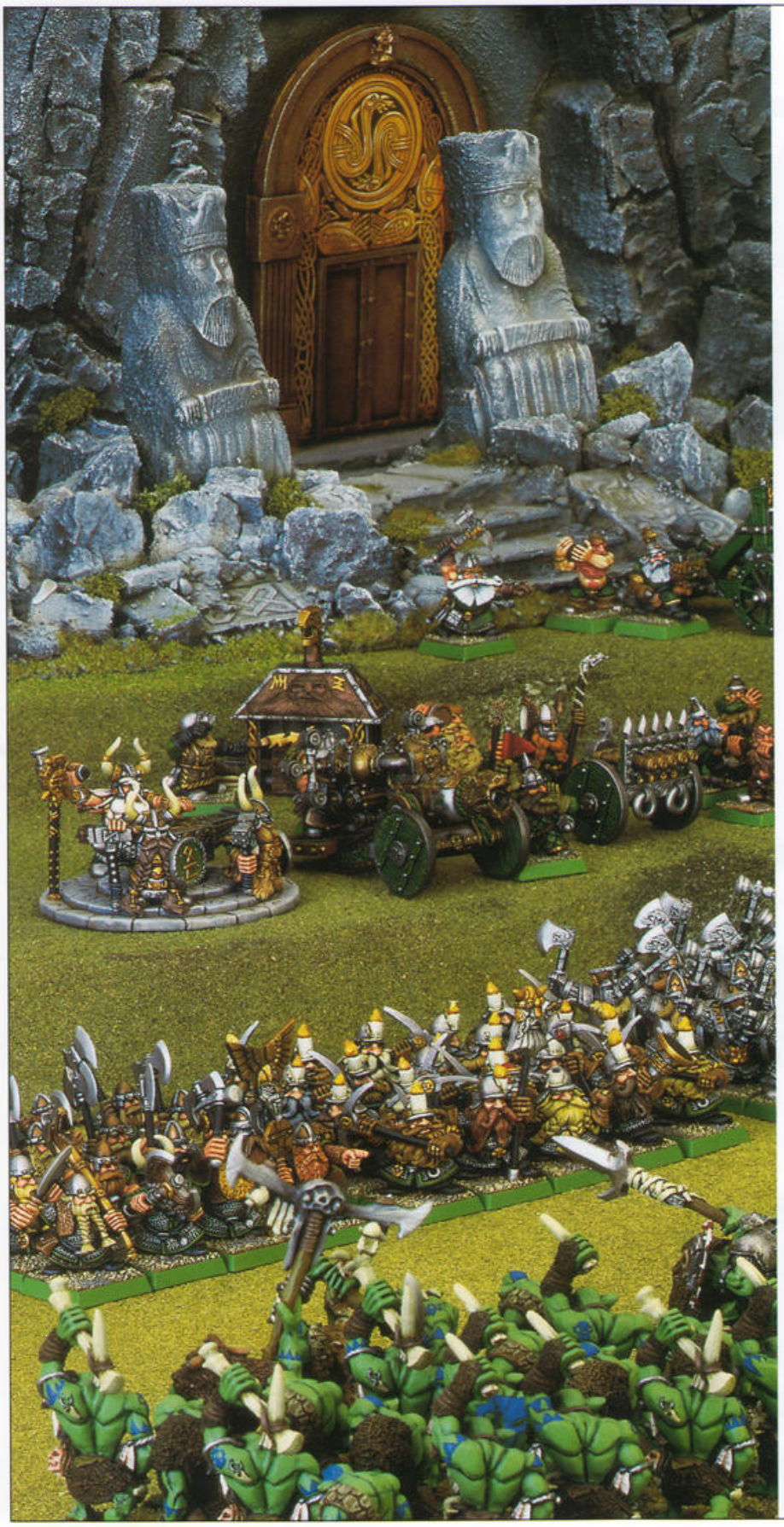

"We fight to protect our kinfolk, we fight to defend our clans, but more importantly we fight to uphold our honour.

Ne'er forget the torment we have suffered and for each and every wrong our enemies heaped upon our ancestors, they shall repay the debt in blood. For we are sons of Grungni; alone we are rocks, united we stand with the strength of a mountain."

Dwarf King Alrik at the defence of Karak Hirn.

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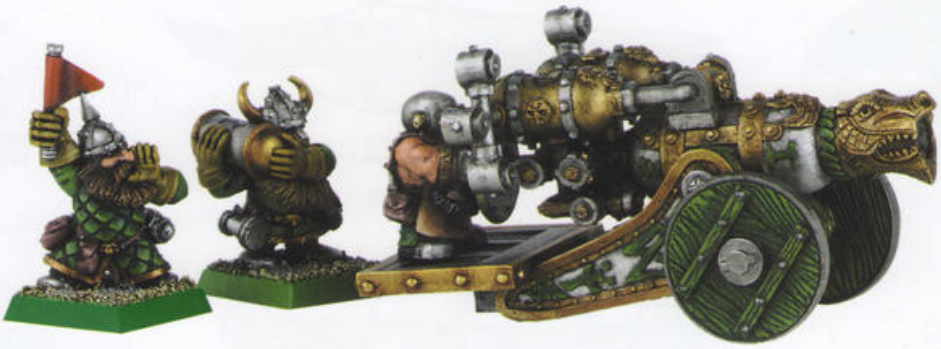

Section Four:

Rare Units

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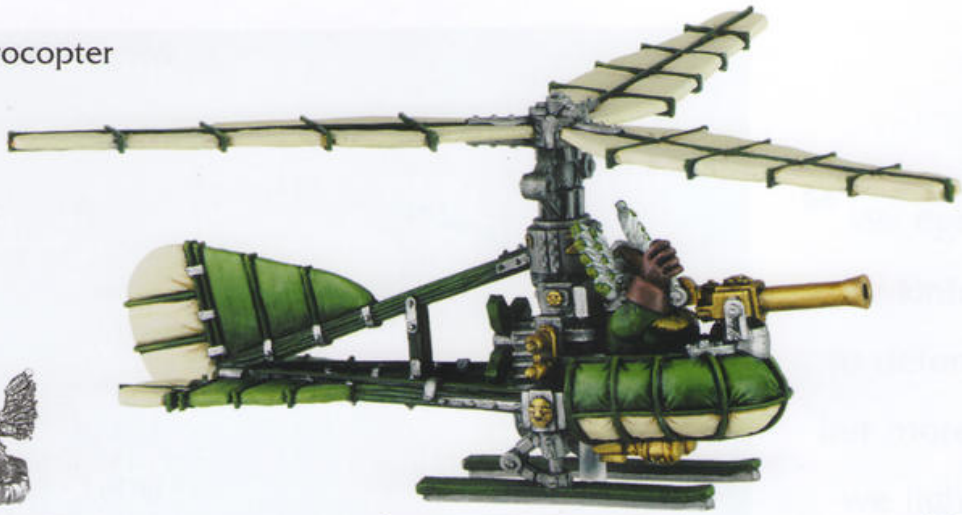
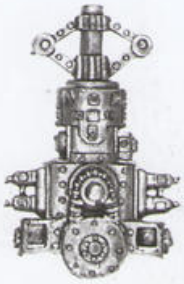
Dwarf Gyrocopter



GYROCOPTER PILOT
9947020508304 **£1**

DWARF GYROCOPTER
99110205083 **£12 Complete**

GYROCOPTER PILOT ARM
9947020508307 **50p**



GYROCOPTER ENGINE
9947020508309 **£2.50**

GYROCOPTER ROTOR 2
9947020508306 **£1.50**

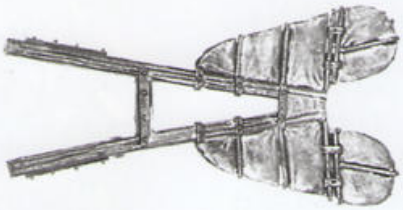
GYROCOPTER SPRUE
9947020508310 **50p**

GYROCOPTER SKI
9947020508301 **50p**

GYROCOPTER ROTOR 1
9947020508303 **£1.50**

GYROCOPTER FLAME GUN
9947020508305 **50p**

GYROCOPTER COCKPIT
9947020508302 **£2**



GYROCOPTER RUDDER
9947020508308 **£1.50**

GYROCOPTER TAIL
9947020508311 **£1.50**

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Classic Range

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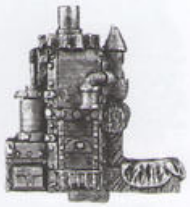
Classic Dwarf Gyrocopter

CLASSIC GYROCOPTER PILOT
9947020500901 **£2.50**

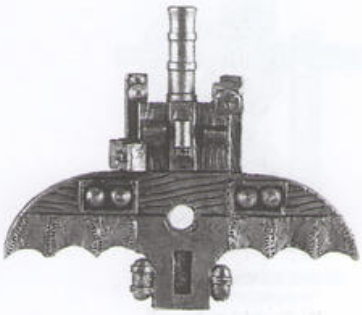
CLASSIC DWARF GYROCOPTER
99060205009 **£12 Complete**

CLASSIC GYROCOPTER TAIL
99470205000904 **£1.50**



CLASSIC GYROCOPTER ENGINE
99470205000903 **£2.50**

CLASSIC GYROCOPTER PROPELLER
9947020500905 **£3**



CLASSIC GYROCOPTER CANNON CHASSIS
99470205000902 **£3**

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Dwarf army.

Gotrek and Felix

CLASSIC FELIX SWORD
9947029902503 **£1**

CLASSIC GOTREK GURNISSON
9947020500401 **£7**

CLASSIC FELIX
9947029900402 **£6**

CLASSIC FELIX BODY
9947029902502 **£5**

Painted example of completed Felix.

CLASSIC GOTREK
9947029902501 **£7**

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Dwarf Flame Cannon

DWARF FLAME CANNON
99110205087 **£12 Complete**

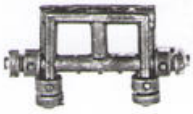
FLAME CANNON SPOTTER
9947020508707 **£2.50**

FLAME CANNON GUNNER
9947020508708 **£2**

FLAME CANNON LOADER
9947020508709 **£2.50**

FLAME CANNON FUEL TANKS
9947020508702 **£3**

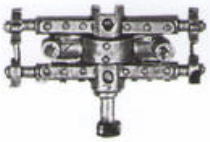
FLAME CANNON DIAL
9947020508704 **50p**



FLAME CANNON LOWER SUPPORTS
9947020508705 **50p**

SOLID WAGON WHEELS (set of 4)
99399999058 **£1**

Wheels shown at 50% actual size

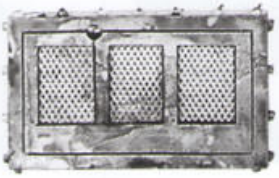


FLAME CANNON UPPER SUPPORTS
9947020508701 **£1.50**

FLAME CANNON GAUGES
9947020508706 **50p**

FLAME CANNON LEFT SIDE
9947020508711 **£1.50**

FLAME CANNON BARREL
9947020508703 **£3**



FLAME CANNON PLATFORM
9947020508710 **£1.50**

FLAME CANNON RIGHT SIDE
9947020508712 **£1.50**

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Classic Range

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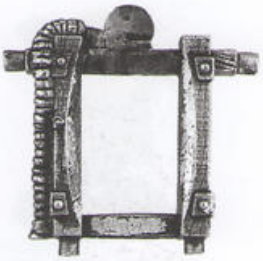
Classic Dwarf Flame Cannon

Painted example of Classic Dwarf Flame Cannon

CLASSIC FLAME CANNON MASTER GUNNER
9947020500301 **£2.50**

CLASSIC FLAME CANNON LOADER
9947020500302 **£2.50**

CLASSIC FLAME CANNON SWABBER
9947020500303 **£2.50**



CLASSIC FLAME CANNON FRONT BASE
9947020500307 **£1.50**

CLASSIC FLAME CANNON CANNON
9947020500308 **£2**

CLASSIC FLAME CANNON LEVER
9947020500311 **50p**

CLASSIC FLAME CANNON BELLOWS
9947020500313 **£1**

12-SPOKED WHEEL
99399999002 **£1**
2 wheels supplied

CLASSIC FLAME CANNON REAR BASE
9947020500306 **£1.50**

CLASSIC FLAME CANNON UPPER BARREL
9947020500304 **£1.50**

CLASSIC FLAME CANNON PUMP
9947020500310 **£1**

CLASSIC FLAME CANNON STEAM WHISTLE
9947020500312 **50p**

CLASSIC FLAME CANNON INSTRUMENT PANEL
9947020500309 **£1**

CLASSIC FLAME CANNON LOWER BARREL
9947020500305 **£1.50**

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Malakai Makaisson's Goblin-hewer

MALAKAI MAKAISSON'S GOBLIN-HEWER
99110205091 **£20 Complete**

MALAKAI MAKAISSON
9947020509101 **£5**

GOBLIN-HEWER CREW 1
9947020509102 **£2.50**

GOBLIN-HEWER CREW 2
9947020509103 **£2.50**

GOBLIN-HEWER HANDLE SPRUE
9947020509116 **£1**

GOBLIN -HEWER CHAINS
9947020509111 **£1**

GOBLIN-HEWER UPPER CHASSIS
9947020509113 **£2**

GOBLIN-HEWER MOTOR
9947020509110 **£1**

GOBLIN-HEWER AXE
9947020509109 **50p**

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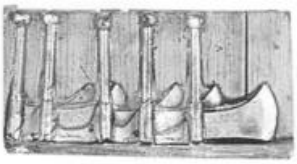


GOBLIN-HEWER AXE RACK
9947020509117 **£2**

GOBLIN-HEWER BASE
9947020509114 **£3**

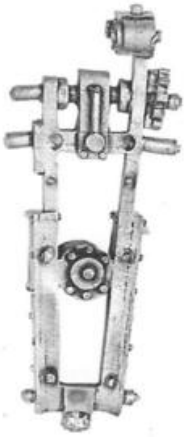
GOBLIN-HEWER DEAD GOBLIN
9947020509104 **£2.50**

GOBLIN-HEWER LEFT ARM
9947020509107 **£1.50**

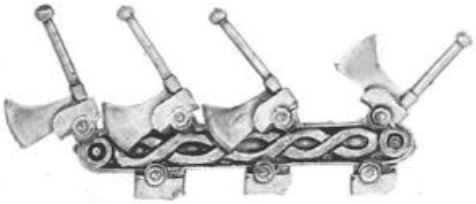
GOBLIN-HEWER FRONT
9947020509115 **£2**

GOBLIN-HEWER RIGHT ARM
9947020509108 **£1.50**

GOBLIN-HEWER LEFT SIDE
9947020509106 **£2**



GOBLIN-HEWER LOWER CHASSIS
9947020509112 **£2**



GOBLIN-HEWER RIGHT SIDE
9947020509105 **£2**

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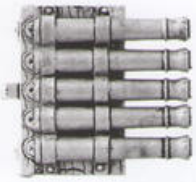
Dwarf Organ Gun



ORGAN GUN BARRELS
9947020504104 **£2.50**

ORGAN GUN ARMOUR
9947020504105 **£2**

DWARF ORGAN GUN
99060205041 **£12 Complete**

ORGAN GUN PART 8
9947020504108 **50p**

ORGAN GUN PART 9
9947020504109 **£1**

ORGAN GUN CREW 1
9947020504101 **£2.50**

ORGAN GUN CHASSIS
9947020504106 **£2**

ORGAN GUN CREW 2
9947020504102 **£2.50**

ORGAN GUN PART A
9947020504107 **£1.50**

ORGAN GUN CREW 3
9947020504103 **£2.50**

Long Drong's Slayers

LONG DRONG'S SLAYER PIRATES
(Contains 12 models including command)
99110214010 **£25 Complete**

PISTOL SPRUE
9947021401005 **£2**

LONG DRONG'S SLAYER PIRATES
(Contains 3 random models)
99060214017 **£6 Complete**

LONG DRONG SLAYER
9947021401007 **£5**

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Section Five:

Collectors' Models

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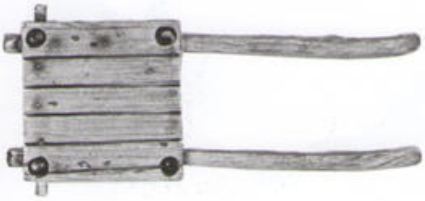
Collectors' Bugmans Cart

Collectors' Models

The models in this section are no longer available in stores and, for the most part, are not covered by the current rules system. However, they can be the basis of a conversion, or merely just great old models to complete your collection.

BUGMANS CART
99060205098 **£12 Complete**



Please note that these components are not available separately.

Collectors' Engineers

DWARF ENGINEER WHEELBARROW
9947020510208 **£1**

DWARF ENGINEERS TOOLS
9947020510207 **£2**

COLLECTORS DWARF ENGINEERS
99110205100 **£18 Complete**
(8 models)

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ENGINEER WITH BLOW TORCH
9947020510210 **£2.50**

ENGINEER WITH PICK AXE 8
9947020510209 **£2.50**

ENGINEER WITH MUGS
9947020510212 **£2.50**

ENGINEERS COOK
9947020510206 **£2.50**

ENGINEER WITH PICK AXE 4
9947020510001 **£2.50**

Collectors' Adventurers

COLLECTORS ADVENTURERS
99110205099 **£18**
(8 models)

WOUNDED ADVENTURER 1
9947020510201 **£2.50**

WOUNDED ADVENTURER 2
9947020510202 **£2.50**

WOUNDED ADVENTURER 3
9947020510205 **£2.50**

CHAMPION 2
9947020510220 **£3**

CLASSIC DWARF LEADER 3
9947020510221 **£3**

ADVENTURER DEAD DRUNK
9947020510203 **£2.50**

ADVENTURER SWORD AND MUG
9947020510204 **£2.50**

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Collectors' Clansmen

CLASSIC DWARF SPEARMAN 6
MM15/2 **£2.50**

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MORDHEIM™

City of the Damned

The dull glow of wyrdstone shards illuminate a twilight city of dark deeds and darker secrets. It is said of the once-great Mordheim that the streets run with gold for the brave adventurer. Warbands from across the Old World hurry to the City of the Damned, eager to satisfy their greed within the quiet, crumbling buildings and the empty squares and thoroughfares. However, an evil exists within Mordheim, tainting all who pass through its gates, an insidious malady that will set brother against brother as twisted avarice replaces all feelings of loyalty.

And the streets will run with blood.

Mordheim is a tabletop skirmish game where players control rival warbands, battling each other for supremacy in the dark and dangerous streets of the ruined city. The models are geared towards personalisation and many are supplied with several weapons and equipment options. They are fully compatible with Warhammer miniatures and the possibilities for conversions are endless!

On the following pages, we offer you just a small part of the range of Mordheim figures and scenery. They can be used to personalise your Warhammer army, and many of the models make great Generals, unit Champions or excellent addition to make your terrain pieces.

The full range of Mordheim miniatures are available via the Games Workshop Online Store and selected retail outlets.

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99111105002 **£20 Complete**
(8 models)

DWARF TREASURE HUNTERS ENGINEER
9947110500202 **£3**

DWARF TREASURE HUNTERS LORD
9947110500201 **£4**

DWARF TREASURE HUNTERS SLAYER
9947110500203 **£3**

DWARF TREASURE HUNTER BEARDLING 1
9947110500208 **£2**

DWARF TREASURE HUNTER BEARDLING 2
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DWARF TREASURE HUNTER WARRIOR 1
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DWARF TREASURE HUNTER WARRIOR 2
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DWARF BACKPACK SPRUE
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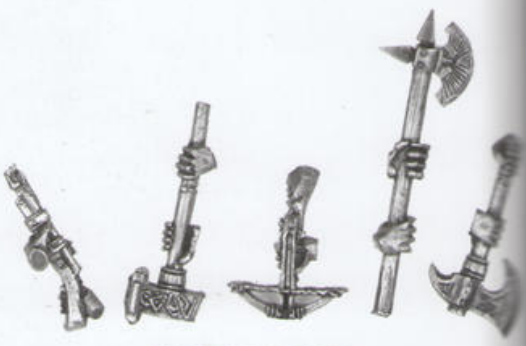
DWARF WEAPON SPRUE 1
9947110500210 **£2**



DWARF WEAPON SPRUE 3
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THE THRONG OF KARAK KYME

By Nick Kyme Games Workshop UK White Dwarf

Nick: My Dwarf army harks back to the old school. It's mainly comprised of archive models from the relatively dim and distant past, with one or two exceptions. I guess this is because I started collecting the army when these Dwarfs were released and wanted to continue the theme. This also has the advantage of making the army look unique and distinctly my own.

At the core of my force are two units of Dwarf Warriors, kit these hombres out with heavy armour and shields and they are real tough nuts to crack. As well as warriors a large unit of Ironbreakers also buoys up the centre. These double-hard veterans are the epitome of Dwarfishness, the rock upon which my opponent's charges are shattered – well, that's the theory anyway.

No Dwarf army is complete without its fair share of missile troops and this brings another of my favourite units into the spotlight. Enter the Dwarf Thunderers. These guys are brutal. Seriously, in one game I capped a grand total of thirty-something Goblins with just 10 of them – hot dawg! I support my Thunderers with a unit of Crossbows and, of course, the obligatory cavalcade of war machines.

Picking war machines is my second favourite part of selecting my Dwarf force (choosing runes being top of the list), as they're all really strong at different tasks. Organ Guns and Flame Cannons for sheer infantry-punishing ability, Gyrocopters to confound and harass and the rest for long-range targets and monster bashing.

In battle I always like to have a strong centre of three fighting units (usually warriors or veterans), interspersed with war machines, a solid firebase upon which my longer range missile weapons and machineries can be stationed and flanks protected by Slayers or doughty Thunderers.

This Dragon Slayer was painted with a limited colour palette to produce a strong Dwarf image. The base was built up with bones from the plastic Skeleton Warriors sprue.

My Engineer is based on Burlok Damminson, a Classic special character. The hammer on his right hand has been replaced with a Slayer Pirate pistol.

In keeping with the static Anvil rules, I removed the wheels from this Classic Anvil of Doom and mounted it upon a stone plinth made from two bases which were then covered in textured tile.

I used this old Dwarf Wizard to represent one of my Runesmiths. This is one of my favourite ancient Dwarf models.

I use earthy colour schemes for the majority of my Dwarf units as this harkens back to the mountainous realms of the Dwarfs.

TOREKS CALLING

By Yan Zacks Games Workshop UK Hobby Specialist

Yan: I started to collect Slayers just before the Storm of Chaos campaign. and as I already had armies for Dark Elves and Bretonnians I decided it was time for a change.

I've always had a soft spot for Slayers but the list in the back of the Dwarf army book didn't offer much to choose from. With the arrival of the Storm of Chaos book though, that all changed; there were now more units to choose from including the Doom Seekers and the Goblin-hewer!

I had also decided to enter the first heat of the Warhammer Grand Tournament, so I only had 2 months to get my army painted. I started by getting hold of one of every Slayer model still in existence, because I love variety and try not to duplicate models if I can help it. After painting my basic units and the Doom Seekers I then got to work on my characters. The Daemon Slayer, now affectionately known as Torek, is awesome as it captures all of runes and skills that I gave the model. The other characters in my army are taken from the Mordheim range and from the Goblin-hewer's crew.

Now I have plans to expand my force to 4000 points by adding a Goblin-hewer and a full unit of 30 Long Drong Slayers pirates.

Watch out monsters, here come the Slayers!

This is Torek, Yan's army general. This model was repositioned and converted by Chris Straw from Warhammer World and then painted by Yan.

Yan's Garagrim Ironfist, War-mourner of Karak Kadrin.

To add contrast to his army, Yan painted some of his Slayers green, to colourful effect.

Yan's Ungrim Ironfist, Slayer King of Karak Kadrin.

This Doomseeker was made from the Mordheim Treasure Hunter. The weapons were cut off and replaced with fine chain and axe heads.

THE DWARFS OF KARAK IZOR

By Stephen Green Games Workshop UK Finance

Stephen: I have always owned a Dwarf Army and would say that they are certainly my favourite army to use. There is something very reassuring about seeing your opponents best unit held up for 4 turns by a Dwarf warrior unit that just refuses to break. Some of my figures date back 20 years but with the release of the last Dwarf Army book my need to have all the new figures was to great so I started again.

I wanted to have a theme so I picked a hold with a real sense of character 'Karak Izor – The copper mount'. My army colours were to be yellow and red and I used as much copper paint as I could to tie the army in with my theme.

As I loved all the new elites I had to have one 20-Dwarf unit of each using the new warrior shield sprues to save having to paint all the shield designs by hand. My core choices are filled by: Crossbow dwarfs (often passed over for Thunderers), Rangers and Miners (20 of these bad boys turning up in your opponents deployment zone in turn 2 gives them something to think about).

Remember though that a dwarf army should be primarily a close combat force and if you concentrate on this you will lose few battles.

This Trollslayer standard bearer was converted from a collectable slayer stood with his boot on a severed Dragon's head.

This is Krag the Grim, the legendary Rune Smith. The skull from the grey wizard was used for the bronzed minotaur skull.

Stephen's King Angruff of Karak Izor. Note the detailed shield design on his back.

Runesmith on Anvil from the Grudge of Drong Campaign pack.

Red runes were used on the Iron Breakers to give a magical feel to their Gromril Armour.

KAZAD BOLG EXPEDITIONARY FORCE

By Paul Sawyer Games Workshop UK White Dwarf

Paul: Dwarfs have always held a special place in my heart. Way back in the mists of time I had an old Dwarf army replete with metal bases. Ah, it's not like it were back then! I could cry when I think of how I let all those classic models go...

As with any army you need either a good background story or a strong theme. Having perused the Dwarf runes I plumped for Kazad Bolg - Fortress Fatbelly. How appropriate!

At the core of any of my armies are a couple of regiments of Dwarf Warriors. I consider these to be the best core unit in the game and too good to miss out on. I tend to give both heavy armour with one going for Great weapons and the other hand weapon and shield. I've seen Chosen Knights of Khorne bounce off these stoic chaps and they are as reliable as core troops get.

The warriors are always backed up with Thunderers. These gunners are great at protecting flanks due to their manoeuvrability and armour-piercing shot. Move and shoot? Yes please!

The pride and joy of the Kazad Bolg Expeditionary Force is their arsenal of war machines. There's something for any foe although I tend to favour Bolt Throwers and the Organ Gun. The Bolt Throwers are ideal for neutralising chariots if runed up. The Organ Gun is a deadly machine to face. This can mean the enemy not wanting to go near it or over focusing on destroying it thus leaving the rest of my army unscathed. Of course if they do stray too close it will show the enemy why it has such a fearsome reputation...

I use standards to unify my army - Dwarfs don't show much clothing what with all the beard and armour! I made them using a Warmaster Anvil of Doom, a length of brass rod and a banner from the Dark Elf warriors regiment.

This old Bugman's champion is ideal as my army standard bearer. A length of brass rod, the anvil from the Ironbreakers command and several Dwarf icons and jobs a good 'un!

I used a Dremel drill to grind down the Dwarf Thunderer's Handgun and built it up the crossbow stock with Green Stuff. I then added the bow from the plastic Dwarf regiment.

I clipped off the tongs from the Anvil of Doom apprentice, built up the glove with Green Stuff and added a hammer from the plastic Dwarfs regiment. Cue one Engineer!

For this Gyrocopter conversion I replaced the skis with metal wheels from an Ork Deth Kopta. The pilot was swapped for the upper body of a Drunk Dwarf. The funnel from the Anvil of Dooms furnace made a good Steam Cannon and I added two of the Gyrocopters cannons on either side of the Gyrocopter - Dwarf gunship!

DWARFEN SCENERY IDEAS

Often, one of the most enjoyable aspects of collecting an army is personalising it with scenery. Using simple household items, a little imaginative flair and a lot of glue, it is possible to create stunning battlefield centrepieces, adding an extra dimension to your gaming. Following are some great examples to hopefully inspire you to go on and make your own. For detailed descriptions on how to make scenery pieces, check out ***How to Make Wargames Terrain***, available from your local Games Workshop Hobby Centre, through Games Workshop Direct on 0115 91 40000 or through the Online Store at: ***www.games-workshop.co.uk/store***

Left: This work-in-progress shot of a part of the Brewery shows how the 'bones' have been constructed out of all sorts of household bits and some specialised hobby materials.

Below: For a more challenging hobby project build a Bugman's Brewery. Dave Andrews built this Brewery using materials as diverse as cork bark, polystyrene balls, broken rock and brick, balsa wood, textured plasticard, a superglue bottle lid, some spray can lids and even a push pin.

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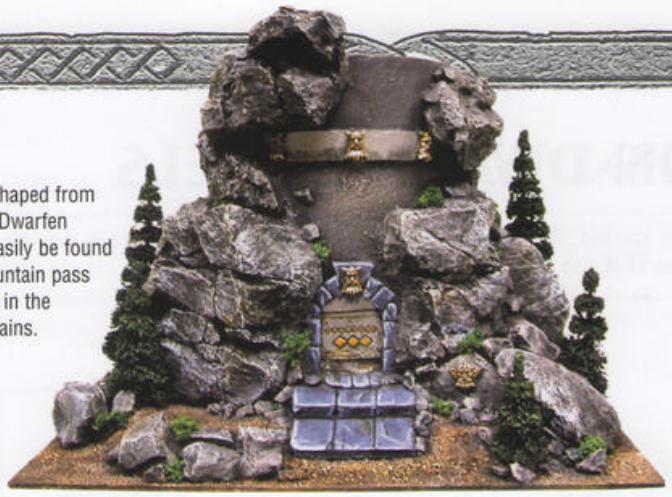


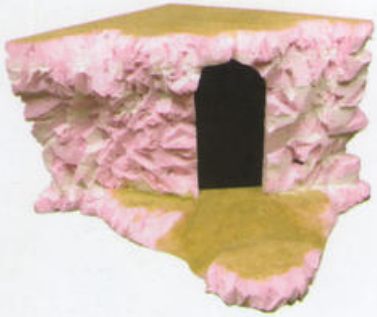
Right: Carved and shaped from rockface, this stout Dwarfen watchtower could easily be found guarding a vital mountain pass somewhere high up in the Worlds Edge Mountains.

Below: The steps below show how to create a Dwarf Hold entrance. Using pieces of foamboard to create the basic shape, the cliff face was then sculpted with a utility knife and a scouring pad. Plasticard was used to make the door; the iron bolts were punched out of plasticard using 2 different sized hole punches and then simply stuck on.

Below left: This Watchtower was made by Paul Rudge. Here he has emulated the style from Bugman's Brewery (opposite page) to create a complimentary terrain set.

Below right: The decorative corbels beneath the parapet are actually bolt quivers from the Dwarf sprue (shown on page 16) with the flights cut off.

Left: This door is 'Dwarf Door 2' from our Arcane Architecture range. It is one of many such accessories available for hobbyists to use in their terrain making. Please see page 46 for further details.



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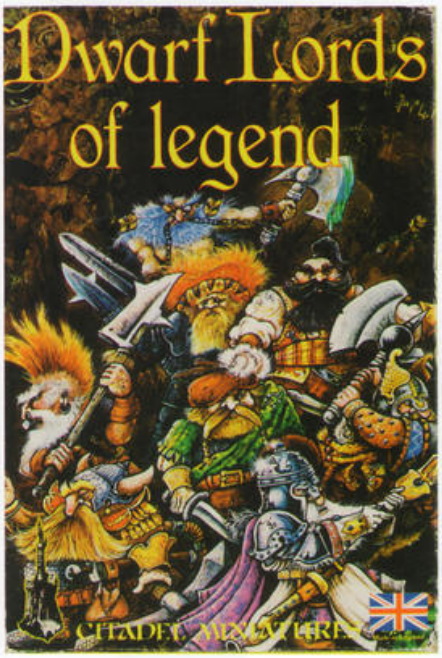
SPECIAL EDITION DWARF MODELS

Some of the following models are currently no longer available. Some are exclusive Games Day models, others were only available for an event or in a specific box set. See if you can spot a piece of Games Workshop history you may well own!

This standard bearer was only available in the Dwarf army boxed set.

To celebrate the 300th issue of White Dwarf magazine, this special edition miniature of the legendary Grombrindal, the White Dwarf was sculpted.

Aly Morrison recently made this special Bugman, which is on sale only in Bugman's Bar itself.



These classic miniatures from our archive, which are now discontinued, were used as a top prize on the Skulz promotion.

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CONVERSIONS

Converting models is a great way to personalise your army and make it unique. It can also be highly rewarding! Following are some of the best Dwarf conversions, and we hope these fantastic models inspire you to build your own fantasy creations.

SLAYER KILLING TROLL
By Chris Straw

DWARF LORD
By Owen Branham

DWARF THUNDERER
By Sander Tijssen

DWARF STANDARD
By Nick Kyme

ORGAN GUN
By Colin Dixon

DWARF WARRIOR REGIMENT
By Neil Miller

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GOLDEN DEMON ENTRIES

On the following pages we feature some of the myriad Dwarf entries that have featured in the International Golden Demon painting competitions over the years. Enjoy!

'DURI THE DRUNK'
By Kevin Wang
Golden Demon Los Angeles 2003

TROLLSLAYER
By Gary Taylor
Golden Demon UK 1996

DWARF LORD ALRIK
By John Addison
Golden Demon Canada 2001

DWARF COMMAND
By Mark Clayton
Golden Demon UK 1996

DWARF SLAYER
By Jake Thornton
Golden Demon UK 1995

DWARF REGIMENT
By Tony Ordona
Golden Demon UK 1996

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'GOTREK GURNISSON'
By Angelo Di Chello
Golden Demon Italy 2004

DWARF DEAMONSLAYER
By Robin Hempsall
Golden Demon UK 1997

GOTREK vs BONERIPPER
By Jakub Tracz
Golden Demon Baltimore 2002

'DWARF LONGBEARDS'
By Paul Capon
Golden Demon UK 2003

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DIORAMAS

Over the course of many centuries, the Dwarfs have fought with a grim determination to defend their realm. These myriad battles have been subject to various diorama pieces. The following are some of the best.

FLYING SHIP
By Michael Jacobsen
Golden Demon UK 1997

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WAKING THE DRAGON OF EMROND GRIND
By Patrick Shoenmaker
Golden Demon UK 1999

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WE ARE SONS OF GRUNGNI!

The Dwarfs have been waging war for over 4,000 years. Theirs is a sorrowful tale of a once great empire which has slowly been worn down by the constant struggle against Goblins, Skaven and other foul races. It is a bitter struggle against a foe whose numbers never seem to dwindle, and many of their magnificent Holds have fallen into the hands of their enemies. Still they fight on, for such is the courage and resolve of these brave warriors that one day they truly believe that their empire will be great again.

The Dwarf Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Warhammer Dwarf models. This full colour, 64-page book is packed full of:

- Complete components lists, including pictures, prices and codes.
- The Dwarf Realms; the great Karaks of the Dwarfs complete with a map pinpointing their location.
- Dwarf themed Golden Demon winning entries.
- The best Dwarf dioramas.
- Great Dwarf conversions.
- Awesome Games Workshop staff Dwarf armies.

So, whether you are a hardened Dwarf veteran, or building your first Dwarf army, this is one book you really can't do without!

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British Cataloguing-in-publication Date. A catalogue record for this book is available from the British Library.

Short Sales Code: 98-24-60

Printed in China

ISBN 1-84154-570-8

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